

EIC SEARCH RESULTS

Serial No. 10/763,284 – Gaming machine, trading card and game system

Searcher: Ethel Leslie

Date: August 30, 2007

Foreign & International Patent Search - #1

Search Strategy

Set	Items	Description
S1	246132	S CARD? ? OR KEYCARD? OR CREDITCARD? OR HANAFUDA OR SPORTSCARD? OR SMARTCARD? OR FLASHCARD? OR POSTCARD?
S2	2346213	S MEMORY? ? OR STORAGE? OR ROM OR RAM OR CD OR DVD OR (COMPACT OR STORAGE? OR DIGITAL()VIDEO OR FLOPPY) () (DISC OR DISCS OR DISK? ?)
S3	122224	S FLASHDRIVE? OR (FLASH OR USB OR HARD OR DISC OR DISK OR DIGITAL OR MICRO) () (DRIVE? OR STORAGE? OR MEMORY) OR MICRODRIVE? ?
S4	11973	S RFID OR (RF OR RADIO()FREQUENC? OR RADIOFREQUENC?) () (ID OR IDENTIFICATION)
S5	78948	S S1 AND S2:S4
S6	3364	S (TRADING OR COLLECTABLE OR COLLECTING OR BASEBALL OR FOOTBALL OR BASKETBALL OR HOCKEY OR SOCCER OR NFL OR MLB OR NHL OR NBA OR PLAYING OR PLAYER? ? OR GAME? ? OR GAMING OR CHARACTER? OR SPORTS) (2N)CARD? ?
S7	36232	S WRITE? ? OR WRITING OR WRITTEN OR REWRITE? ? OR REWRITTEN OR REWRITING OR OVERWRT? OR PRINT??? OR REPRINT??? OR RECORD???
S8	6169	S ERASE? OR ERASING OR ERASABLE OR DELET??? OR UPDATE??? OR UP() (DATE? ? OR DATING)
S9	233	S THERMOSENSITIV? OR THERMO()SENSITIV? OR (COLOR OR COLOUR) (2N)LAYER?
S10	7048	S REVERS? OR CHANGE? ? OR CHANGING OR CHANGEAB?
S11	11030	S PICTURE? ? OR PICTURING OR PHOTOGRAPH OR PHOTOGRAPHS OR PHOTO? ? OR VIDEO OR INDICIA?
S12	45473	S TEXT??? OR WORDS OR INFORMATION? OR STATS OR STATISTIC?? OR BIOGRAPH? OR DETAIL? ?
S13	40168	S DATA OR DATUM
S14	24099	S S7:S10(5N)S11:S13
S15	10472	S SURFACE? OR SUPERFICIAL? OR OUTER OR OUTSIDE
S16	43830	S REFLECT? OR SHOW OR SHOWS OR SHOWING OR SHOWED OR DISPLAY???
S17	688	S S15(5N)S16
S18	12	S S6 AND S14 AND S17
S19	480	S S6(S)S2:S4(S)S14
S20	984	S S6/TI
S21	168	S (S2:S4 (S) S14) AND S20
S22	49379	S IC=(A63F? OR A63H? OR G07F? OR G06F? OR G06K? OR G09B? OR G09F?)
S23	148	S S21 AND S22

[File 350] Derwent WPIX 1963-2007/UD=200754

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[File 347] JAPIO Dec 1976-2007/Mar(Updated 070809)

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Search Results

18/5/11 (Item 1 from file: 347)

JAPIO

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07836819 **Image available**

CHARACTER CARD INCLUDING NONCONTACT IC MEDIA AND CHARACTER INFORMATION DISPLAY METHOD

Pub. No.: 2003-331233 [JP 2003331233 A]

Published: November 21, 2003 (20031121)

Inventor: SAKAMOTO TAKEO

NANBU KO

Applicant: SHINJUKU DIGITAL MEDIA MIX KYODO KUMIAI

QUBIT CO INC

Application No.: 2002-140986 [JP 2002140986]

Filed: May 16, 2002 (20020516)

International Class: G06K-019/00; B42D-015/10; G06K-017/00; G06K-019/07;
G09F-001/02; G09F-003/00

ABSTRACT

PROBLEM TO BE SOLVED: To solve the problems that character information described on the card **surface** can not be **displayed** without a character, a photograph, a picture or the like, concerning a conventional **character card**, and that the information quantity is limited.

SOLUTION: A noncontact IC media is included in this **character card**, and detailed additional information (a character, a photograph, a picture, voice, an animation or the like) on the character is stored as digital information. Electronic equipment equipped with a read/write unit for reading the **information** stored in the noncontact IC media is used, and an antenna part of the read/write unit is brought close to the noncontact IC media of the **character card** (S01), and thereby the read/write unit receives the stored additional **information** from the noncontact IC media (S03). The electronic equipment stores the received additional information in a memory (S07), and reads the information from the memory and performs audible display or visual display (S09).

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18/5/12 (Item 2 from file: 347)

JAPIO

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05790935 **Image available**

INTELLECTUAL TOY

Pub. No.: 10-074035 [JP 10074035 A]

Published: March 17, 1998 (19980317)

Inventor: KONDO HIDEYUKI

KIYOTA NOBUYUKI

Applicant: TOMY LTD [000358] (A Japanese Company or Corporation), JP (Japan)

Application No.: 08-230933 [JP 96230933]

Filed: August 30, 1996 (19960830)

International Class: [6] G09B-007/02; A63H-033/00; G06F-003/14

JAPIO Class: 30.2 (MISCELLANEOUS GOODS -- Sports & Recreation); 45.3 (INFORMATION PROCESSING -- Input Output Units)

JAPIO Keyword: R011 (LIQUID CRYSTALS); R108 (INFORMATION PROCESSING -- Speech Recognition & Synthesis)

ABSTRACT

PROBLEM TO BE SOLVED: To provide an intellectual toy which enables infants to learn words including the way of wiring characters while enjoining themselves by displaying various kinds of the images associated with the characters on a **display** device disposed on the **outside** or making the infants to do word play games by utilizing a display device.

SOLUTION: This intellectual toy 1 has a ROM 26a which stores the image **data** (character forms, **writing** sequence and **pictures** corresponding to the words having the respective corresponding characters as the first letters of the words) associated with the respective characters each character of HIRAGANA (cursive form of Japanese syllabary), the image memory in a CRT controller 32, a controller 26 which reads the image data of the characters corresponding to operated keys out of the ROM 26a and the image memory and outputs the same to the **display** device disposed on the **outside** when the keys relating to an operation mat are operated and an image output section 31. The associated images of the characters corresponding to the operated keys are displayed on the display screen of the display device. Various kinds of the word games, such as karuta (a traditional Japanese **playing cards** which matching pairs must be put together) and shiritori (a word game played by saying a word that starts with the last syllable of the word given by the previous player) are carried out by using the display device.

23/25/10 (Item 10 from file: 350)

Derwent WPIX

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0015639699 *Drawing available*

WPI Acc no: 2006-203876/200621

XRPX Acc No: N2006-175513

Audio/video entertainment apparatus displays image related to design printed on surface of trading card with respect to loaded program, on television monitor, based on reproduced information

Patent Assignee: SSD CO LTD (SSDS-N)

Inventor: NAKAGAWA K; UESHIMA H

Patent Family (1 patents, 109 countries)

Patent Number	Kind	Date	Update	Type
WO 2006022398	A1	20060302	200621	B

Local Applications (no., kind, date): WO 2005JP15594 A 20050822

Priority Applications (no., kind, date): JP 2004243099 A 20040824

Alerting Abstract WO A1

NOVELTY - The apparatus comprises compact disk-read only memory (CD-ROM) drives which reproduces information related to design such as drawing, **picture printed** on the surface of trading cards (100). A processor displays an image related to design printed on the trading card provided on a dual optical disk unit with respect to loaded program, on a television monitor

based on the reproduced information.

DESCRIPTION - INDEPENDENT CLAIMS are included for the following:

entertainment system; and
information processing apparatus.

USE - Audio/video entertainment apparatus using trading card printed with information such as image, sound, text information related to design such as picture, drawing, block print, letters, and/or graphic image of car, planes, dolls, insects, creatures in the sea, reptiles and flowers, famous building, soldier, base ball player, famous singer, and also the information related to video game.

ADVANTAGE - Since the trading card is made of an optical recording medium, large capacity of information can be recorded and the trading card can be manufactured at low cost. Since the entertainment apparatus has several reproducing units, different images are displayed on the screen based on combination of the trading cards, hence more enjoyable content can be provided to the user.

DESCRIPTION OF DRAWINGS - The figure shows a block diagram of the entertainment apparatus.
100 trading cards

23/25/16 (Item 16 from file: 350)

Derwent WPIX

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0015138585 Drawing available

WPI Acc no: 2005-488142/200549

XRPX Acc No: N2005-397535

Card game system controls intensity of attack correlated with playing character ID, changes attack control information correlated to character ID and updates control information to changed content, when particular condition is satisfied

Patent Assignee: KONAMI CO LTD (KONA-N); KONAMI DIGITAL ENTERTAINMENT (KONA-N); KONAMI KK (KONA-N); KONAMI DIGITAL ENTERTAINMENT KK (KONA-N)

Inventor: INUBUSHI T; NARITA Y; OHASHI T; NARITA N

Patent Family (6 patents, 106 countries)

Patent Number	Kind	Date	Update	Type
WO 2005056138	A1	20050623	200549	B
JP 2005168744	A	20050630	200549	E
JP 3676355	B2	20050727	200549	E
EP 1700626	A1	20060913	200660	E
KR 2006107845	A	20061016	200731	E
CN 1894011	A	20070110	200740	E

Local Applications (no., kind, date): WO 2004JP17577 A 20041126; JP 2003412066 A 20031210; JP 2003412066 A 20031210; EP 2004820129 A 20041126; WO 2004JP17577 A 20041126; WO 2004JP17577 A 20041126; KR 2006713828 A 20060710; CN 200480037035 A 20041126

Priority Applications (no., kind, date): JP 2003412066 A 20031210

Alerting Abstract WO A1

NOVELTY - An attack controller controls intensity of attack correlated with attack content identification information that correlates with attack control information and playing character identification (ID) information, when identification information is read. The attack control information correlated to character ID is changed and control information is updated to changed content, when particular condition is satisfied.

USE - Card game system.

ADVANTAGE - Enhances charm of the user.

DESCRIPTION OF DRAWINGS - The figure shows the flowchart illustrating the steps involved in operating card game system. (Drawing includes non-English language text).

23/25/20 (Item 20 from file: 350)

Derwent WPIX

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0014815803 *Drawing available*

WPI Acc no: 2005-163492/200518

XRPX Acc No: N2005-137072

Electronic trading card, includes optical disk storing data related to personality e.g. sports player, and uniform resource locator accessible through web server for updating stored data

Patent Assignee: DIGITAL TRADING CARDS INT PTY LTD (DIGI-N)

Inventor: MAYNARD P

Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Update	Type
AU 2002100368	A4	20020606	200518	B

Local Applications (no., kind, date): AU 2002100368 A 20020508

Priority Applications (no., kind, date): AU 20014882 A 20010509

Alerting Abstract AU A4

NOVELTY - The electronic trading card (1) includes an optical disk (5) storing data related to a personality, such as photo, biographic data, video clip, audio clip of a sports player, and uniform resource locator (URL) accessible through a web server for updating the stored data.

USE - Electronic trading card storing data related to career of sports player such as football player and hockey player, accessible using personal computer and optical disk reader such as compact disk ROM (CD-ROM), digital video disk ROM DVD-ROM or DVD drive. Also for use in game consoles and home entertainment system.

ADVANTAGE - The card provides access to **updated information** without destroying the function of collection and trading.

DESCRIPTION OF DRAWINGS - The figure shows an explanatory view of the electronic trading card.

1 electronic card

2 image

3 hole

23/25/35 (Item 35 from file: 350)

Derwent WPIX

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0013580164 Drawing available

WPI Acc no: 2003-674818/200364

XRPX Acc No: N2003-538780

Card game system displays visible image on reversible display of card depending on temperature or light

Patent Assignee: MITSUBISHI PLASTICS IND LTD (MISD)

Inventor: KUME T; TERA I T

Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Update	Type
JP 2003230656	A	20030819	200364	B

Local Applications (no., kind, date): JP 200235629 A 20020213

Priority Applications (no., kind, date): JP 200235629 A 20020213

Alerting Abstract JP A

NOVELTY - A game card comprising photothermal conversion substance is provided with a reversible display. The reversible display displays a visible image depending on the temperature or light.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

game card; and

game card usage method.

USE - Card game system for playing battle game, role playing game, breeding game.

ADVANTAGE - Allows overwriting of information on the card according to victory or defeat and advance situation of game.

DESCRIPTION OF DRAWINGS - The figure shows the structure of the card game system. (Drawing includes non-English language text).

11 control board

12 CPU

13 ROM

14 RAM

15 display device

22 rewriting portion

23/25/41 (Item 41 from file: 350)

Derwent WPIX

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0013453699 Drawing available

WPI Acc no: 2003-545164/200352

XRPX Acc No: N2003-432717

Game card for game device, has personal information storage that is capable of recording/deleting personal management information of player

Patent Assignee: SOFIA KK (SOFI-N)

Inventor: ITO K; NIIYAMA K

Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Update	Type
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JP 7236760	A	19950912	200352	B
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Local Applications (no., kind, date): JP 199455157 A 19940228

Priority Applications (no., kind, date): JP 199455157 A 19940228

Alerting Abstract JP A

NOVELTY - The game card (420) comprises a personal information storage unit (421) that is capable of **recording/deleting** the personal management **information** of a player. The personal management **information** of the player is **recorded** by inserting the card into a card terminal unit (400), at the end of the game.

USE - Game card for storing personal game information such as machine number and date, for game device.

ADVANTAGE - Allows the players to easily record personal game information in the game card while displaying the personal game information in a display of card terminal unit and hence improves services for players.

DESCRIPTION OF DRAWINGS - The figure shows a perspective view of card terminal unit and front view of game card.

400 card terminal unit

404 display

406 printer

420 game card

421 personal information **storage** unit

23/25/46 (Item 46 from file: 350)

Derwent WPIX

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0013040765 *Drawing available*

WPI Acc no: 2003-119931/200311

Related WPI Acc No: 2001-596164

XRPX Acc No: N2003-095563

Computerized smart trading card system in electronic video games e.g. basketball, has remote server storing software to alter gaming data and attribute of entity represented by trading card

Patent Assignee: RAPPAPORT E (RAPP-I); SWANBERG A (SWAN-I)

Inventor: RAPPAPORT E; SWANBERG A

Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Update	Type
US 20020155893	A1	20021024	200311	B

Local Applications (no., kind, date): US 1999472042 A 19991227; US 2002103410 A 20020321

Priority Applications (no., kind, date): US 1999472042 A 19991227; US 2002103410 A 20020321

Alerting Abstract US A1

NOVELTY - A smart trading card stores identification data, gaming data describing an entity such as basketball team, its attribute and access

software. The stored information are sent by a card reader/writer and transferred through a local server and communication network to a remote server for processing. The remote server stores a software for enabling the user to alter the gaming data and attribute of the entity.

DESCRIPTION - An INDEPENDENT CLAIM is included for multiple instrument usage system in a multi-player game.

USE - Electronic video games e.g. basketball.

ADVANTAGE - The remote server reads the identity of the card and prevents the users from simultaneously playing the game.

DESCRIPTION OF DRAWINGS - The figure illustrates the initial screen presented to the card holder for identifying the progress of the play.

23/25/48 (Item 48 from file: 350)

Derwent WPIX

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0012976085 Drawing available

WPI Acc no: 2003-053541/200305

XRPX Acc No: N2003-042765

Collection card for game system, has drawing display area, data storage area, and visual information display area such that different digital data are recorded in data storage area of collection cards

Patent Assignee: CREATURES KK (CREA-N); HARU KENKYUJO KK (HARU-N); NINTENDO CO LTD (NINT)

Inventor: ISHIHARA T; TANIMURA M

Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Update	Type
JP 2002336399	A	20021126	200305	B

Local Applications (no., kind, date): JP 2001148437 A 20010517

Priority Applications (no., kind, date): JP 2001148437 A 20010517

Alerting Abstract JP A

NOVELTY - The collection card includes a drawing display area (3), a data storage area (4), and a visual information display area (5). The same drawings are drawn to the drawing display areas of at least two collection cards. Different digital **data** are **recorded** in the **data storage** area of the collection cards.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

a collection card manufacturing method;
and a game system.

USE - For game system.

ADVANTAGE - Enables increasing the kinds of collection cards without increasing the kinds of drawings.

DESCRIPTION OF DRAWINGS - The figure shows the top view of the collection card.

3 Drawing display area

4 Data storage area

5 Visual information display area

23/25/59 (Item 59 from file: 350)

Derwent WPIX

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0011161687 Drawing available

WPI Acc no: 2002-099150/200214

XPX Acc No: N2002-073296

Card producing device for card games, generates information showing card display image, where a character is positioned

Patent Assignee: SONY CORP (SONY)

Inventor: OKUYAMA S; SANAE O; SATORU S; SHINOHARA S; SANAE C O S C; SATORU C O S C

Patent Family (5 patents, 28 countries)

Patent Number	Kind	Date	Update	Type
EP 1167066	A2	20020102	200214	B
JP 2002002052	A	20020108	200218	E
US 20020030855	A1	20020314	200222	E
EP 1167066	B1	20060830	200657	E
DE 60122625	E	20061012	200670	E

Local Applications (no., kind, date): EP 2001401657 A 20010622; JP 2000191624 A 20000626; US 2001885945 A 20010622; EP 2001401657 A 20010622; DE 60122625 A 20010622; EP 2001401657 A 20010622

Priority Applications (no., kind, date): JP 2000191624 A 20000626; EP 2001401657 A 20010622

Alerting Abstract EP A2

NOVELTY - A character data storage (13) stores data regarding the characters appearing in the game. A generation unit (15) generates image information showing a card display image, where a character is positioned. The character is included in the character data extracted by an extraction unit, according to the input layout information. An output unit (16) outputs the generated image information to a printer (20).

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

Card producing method;

Recorded medium stored with card making program

USE - For producing cards used in card games.

ADVANTAGE - Allows user to easily procure the card of a particularly desired character.

DESCRIPTION OF DRAWINGS - The figure shows the block diagram of the card producing device.

13 Character data storage

15 Generation unit

16 Output unit

20 Printer

23/25/60 (Item 60 from file: 350)

Derwent WPIX

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0011140282 Drawing available

WPI Acc no: 2002-077072/200211

XRPX Acc No: N2002-056889

Trading card e.g. sports card, music card stores picture information related to data printed along sides of card in non-contact type semiconductor integrated circuit chip

Patent Assignee: HONG W (HONG-I); KO K (KOKK-I); LEE K (LEEK-I); SAMSUNG ELECTRONICS CO LTD (SMSU)

Inventor: HONG W; HONG W S; KO G U; KO K; KO K W; LEE G H; LEE K; LEE K H

Patent Family (7 patents, 30 countries)

Patent Number	Kind	Date	Update	Type
EP 1162570	A2	20011212	200211	B
CA 2343699	A1	20011209	200212	E
US 20020015027	A1	20020207	200213	E
JP 2002049312	A	20020215	200215	E
KR 2001111324	A	20011217	200238	E
US 6981646	B2	20060103	200603	E
CA 2343699	C	20060606	200641	E

Local Applications (no., kind, date): EP 2001302670 A 20010322; CA 2343699 A 20010411; US 2001867697 A 20010531; JP 2001105133 A 20010403; KR 200031837 A 20000609; US 2001867697 A 20010531; CA 2343699 A 20010411

Priority Applications (no., kind, date): KR 200031837 A 20000609

Alerting Abstract EP A2

NOVELTY - Picture information relating to data which are printed along the sides of the trading card (300), are stored in the non-contact type semiconductor integrated circuit (IC) chip (30). A recording/reproducing unit records or reproduces data stored in the IC chip.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

Recording/reproducing apparatus;

A method for realizing communication between the hero of trading card and user

USE - Trading card e.g. sports card, music card, cartoon card, etc. used with recording/reproducing apparatus (claimed) connected with TV, computer, video recorder, camcorder and other display units.

ADVANTAGE - Provides more information than existing trading cards by storing picture related information in non-contact type semiconductor IC chip.

DESCRIPTION OF DRAWINGS - The figure shows the trading card.

30 Non-contact type semiconductor IC chip

300 Trading card

23/5/129 (Item 7 from file: 347)

JAPIO

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07180921 **Image available**

CHIP BUILT-IN TYPE TRADING CARD, RECORDING/REPRODUCING DEVICE SUITABLE FOR THE SAME, AND COMMUNICATION EMBODIMENT METHOD SUITABLE FOR THE SAME

Pub. No.: 2002-049312 [JP 2002049312 A]

Published: February 15, 2002 (20020215)

Inventor: LEE KANG-HUN

HONG WAN-SUN

KO KYUNG-WOO

Applicant: SAMSUNG ELECTRONICS CO LTD

Application No.: 2001-105133 [JP 2001105133]

Filed: April 03, 2001 (20010403)

Priority: 00 200031837 [KR 200031837], KR (Korea) Republic of, June 09, 2000 (20000609)

International Class: G09F-001/02; B42D-015/10; G06K-017/00; G06K-019/00; H04N-005/907

ABSTRACT

PROBLEM TO BE SOLVED: To provide a trading card having an ability to store the **data** on a leading characteristic, a **recording/reproducing** device for reproducing the object-associated data stored in the trading card and recoding the object-associated data to the trading card, and a method for allowing the two-way communications of the leading characteristic and user to the trading card.

SOLUTION: The trading card which is **printed** with the **information** relating to the object to be the subject on the card surface, has an ability to store the **data** and allows the **recording/reproducing** device to **record** and read the **data** includes a data **storage** means which stores the data relating to the object, communicates with the recording/reproducing device, allows the reproducing device to read the data relating to the object and the **record** the **data** relating to the object and includes the video information to characterize the object and relating to the object in the data relating to the object and a housing means which protects and houses the data **storage** means.

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23/5/130 (Item 8 from file: 347)

JAPIO

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07106355 **Image available**

GAME SYSTEM USING GAME CARD, GAME CARD USED THEREFOR AND GAME INFORMATION MEMORY MEDIUM USED THEREFOR

Pub. No.: 2001-334012 [JP 2001334012 A]

Published: December 04, 2001 (20011204)

Inventor: ISHIHARA TSUNEKAZU

TANIMURA MASAHIRO

Applicant: CREATURES INC

NINTENDO CO LTD

Application No.: 2000-158754 [JP 2000158754]

Filed: May 29, 2000 (20000529)

International Class: A63F-001/02; A63F-013/00

ABSTRACT

PROBLEM TO BE SOLVED: To provide a game system using a game card which allows prolonged enjoyment, of game insatiably with higher attraction by enabling

playing of a game (linkage game) based on the game card associated with an electronic game using a game card playable by a single person, the game card used therefor and an information **memory** medium used therefor.

SOLUTION: The game system 10 is constituted of a plurality of game cards 30, a game information **memory** medium 40 and a game device 20. A character pattern and a capacity **data** are **printed** being made visually recognizable on each of the game cards and an identifying code and a personality expression **data** of the character are **recorded** or stored in a mechanically readable fashion. The game information **memory** medium has a game program stored to stage at least some characters of the plurality of game cards on an image display game. The game device contains a processing means 21 in which the game information **memory** medium is mounted thereon to execute the image display game. When supplied with the identifying data and the personality expression data read out, the processing means applies the personality expression data to the game program stored in the game information **memory** medium to execute a game processing.

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Foreign & International Patent Search - #2

Search Strategy

Set	Items	Description
S1	246132	S CARD? ? OR KEYCARD? OR CREDITCARD? OR HANAFUDA OR SPORTSCARD? OR SMARTCARD? OR FLASHCARD? OR POSTCARD?
S2	2346213	S MEMORY? ? OR STORAGE? OR ROM OR RAM OR CD OR DVD OR (COMPACT OR STORAGE? OR DIGITAL() VIDEO OR FLOPPY) () (DISC OR DISCS OR DISK? ?)
S3	122224	S FLASHDRIVE? OR (FLASH OR USB OR HARD OR DISC OR DISK OR DIGITAL OR MICRO) () (DRIVE? OR STORAGE? OR MEMORY) OR MICRODRIVE? ?
S4	11973	S RFID OR (RF OR RADIO() FREQUENC? OR RADIOFREQUENC?) () (ID OR IDENTIFICATION)
S5	78948	S S1 AND S2:S4
S6	1276	S (TRADING OR COLLECTABLE OR COLLECTING OR BASEBALL OR FOOTBALL OR BASKETBALL OR HOCKEY OR SOCCER OR NFL OR MLB OR NHL OR NBA OR PLAYER? ? OR CHARACTER? OR SPORTS) (2W) CARD? ?
S7	693	S (PLAYING OR GAME? ? OR GAMING) () CARD? ?
S8	36232	S WRITE? ? OR WRITING OR WRITTEN OR REWRITE? ? OR REWRITTEN OR REWRITING OR OVERWRT? OR PRINT??? OR REPRINT??? OR RECORD???
S9	6169	S ERASE? OR ERASING OR ERASABLE OR DELET??? OR UPDATE??? OR UP() (DATE? ? OR DATING)
S10	233	S THERMOSENSITIV? OR THERMO() SENSITIV? OR (COLOR OR COLOUR) (2N) LAYER?
S11	7048	S REVERS? OR CHANGE? ? OR CHANGING OR CHANGEAB?
S12	5678	S PICTURE? ? OR PICTURING OR PHOTOGRAPH OR PHOTOGRAPHS OR PHOTO? ? OR INDICIA?
S13	45473	S TEXT??? OR WORDS OR INFORMATION? OR STATS OR STATISTIC?? OR BIOGRAPH? OR DETAIL? ?
S14	16433	S DISPLAY???
S15	70443	S S1(S) S2:S4
S16	12272	S S8:S9(5N) S12:S13
S17	2615	S S8:S9(5N) S14
S18	1341	S S11(5N) S12:S14
S19	319	S S6:S7 AND S16:S18
S20	204	S S6:S7(S) S16:S18
S21	49379	S IC=(A63F? OR A63H? OR G07F? OR G06F? OR G06K? OR G09B? OR G09F?)
S22	166	S S20 AND S21

[File 350] **Derwent WPIX** 1963-2007/UD=200754

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[File 347] **JAPIO** Dec 1976-2007/Mar(Updated 070809)

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Search Results

22/25/5 (Item 5 from file: 350) Links

Derwent WPIX

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0016753528 *Drawing available*

WPI Acc no: 2007-468600/200745

XPX Acc No: N2007-355782

Original digital video e.g. music video, personalizing process, for use in e.g. television, involves tracking position, orientation, and expression of original actor in foreground of image contained in original digital video

Patent Assignee: FLIXOR INC (FLIX-N)

Inventor: LIGHTWOOD M; RALSTON L; SENFTNER B; SHIFFLETT T

Patent Family (1 patents, 115 countries)

Patent Number	Kind	Date	Update	Type
WO 2007035558	A2	20070329	200745	B

Local Applications (no., kind, date): WO 2006US36150 A 20060914

Priority Applications (no., kind, date): US 2005717938 P 20050916; US 2005717937 P 20050916; US 2005717852 P 20050916

Alerting Abstract WO A2

NOVELTY - The process involves tracking a position, orientation, and expression of an original actor included in a foreground of an image contained in an original digital video, and replacing a key portion of the original actor with an image that continues a background scene. A new actor substantially matching the position, orientation and expression of the replaced portion of the original actor is inserted into the video. Illumination, shading effects, shadows and reflections of the new actor are recreated. A non-replaced skin area in the image is altered to match the skin appearance of the new actor.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

1. a process for creating a personalized version of an original digital video
2. a computing device to create a personalized version of an original digital video
3. a storage medium having instructions which when executed by a processor will cause the processor to perform actions for personalizing a video.

USE - Used for personalizing an original digital video e.g. portion of a current or classic movie, television (TV) show, entire film or TV show, advertisement, music video and specialty clip made specifically for personalization e.g. clip that can be personalized to show the new actor with a celebrity friend, which is utilized in a computing device (claimed) e.g. personal computer, server computer, computing tablet, set top box, video game system, personal video recorder, telephone, personal digital assistant (PDA), portable computer and laptop computer, and in a display medium such as printed hologram found on credit/debit cards and **collectable sports card**, digital paper employing chemical and other non-electronic image encoding method and simple printed flipbook. Can also be utilized in a theater system, stereographic three dimensional display system, online store, club, fund raising web site offering personalized videos for download and/or online viewing as an incentive to donate to a charity, and/or political campaign and issue.

ADVANTAGE - The method allows creation of the personalized digital video so as to allow for the alteration of video sequences such that individuals are able to replace the participants of the original digital video with new actors such as friends, family members or individuals, real or imagined, which they have images depicting. The method allows the desired replacement to be carried to an extreme with the essential removal of the original actor in the video, the removal of the shadow, reflection and visual influence upon other objects in the scene with a completely synthesized version of the

replacing individual and the addition of the characteristic shadow, reflection and other visual influences upon other objects in the scene.
 DESCRIPTION OF DRAWINGS - The drawing shows a flowchart of a process to create a personalized digital video.

22/25/8 (Item 8 from file: 350) [Links](#)
 Derwent WPIX
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0016508440 *Drawing available*
 WPI Acc no: 2007-224666/200723
 XRPX Acc No: N2007-167669

Electronic version of board or card games use player modules having an RFID element and coupled to a processor

Patent Assignee: WILM R (WILM-I)
 Inventor: WILM R
 Patent Family (2 patents, 112 countries)

Patent Number	Kind	Date	Update	Type
DE 102006014940	A1	20070111	200723	B
WO 2006136322	A2	20061228	200723	E

Local Applications (no., kind, date): DE 102006014940 A 20060616; WO 2006EP5771 A 20060616
 Priority Applications (no., kind, date): DE 102005028522 A 20050620; DE 102006014940 A 20060616

Alerting Abstract DE A1

NOVELTY - The electronic board or card game has a so called fight pad (20) that can be configured for a number of players, e.g. four, each of which has a control deck (10). These are located on coupling surfaces (22) and have inputs and outputs. Game cards can be placed on game fields (21). Communication to a processor is by radio frequency identification, RFID, elements.

USE - Electronic games.

ADVANTAGE - Improved signal processing.

DESCRIPTION OF DRAWINGS - The figure shows a system for four players.

20 Fight pad

10 Control deck

21 Game fields

22 Coupling surfaces

22/25/11 (Item 11 from file: 350) [Links](#)
 Derwent WPIX
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0016021284 *Drawing available*
 WPI Acc no: 2006-552914/200657
 XRPX Acc No: N2006-443618

Card game machine for playing e.g. poker game, changes display aspect of selected playing cards when total numerical value of selected playing cards

matches with predetermined value

Patent Assignee: ARUZE KK (ARUZ-N)

Inventor: TOYODA H

Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Update	Type
JP 2006192141	A	20060727	200657	B

Local Applications (no., kind, date): JP 20058028 A 20050114

Priority Applications (no., kind, date): JP 20058028 A 20050114

Alerting Abstract JP A

NOVELTY - An extraction card display unit displays the card image (21) of playing cards extracted from a memory unit, on a game screen (20). A selection unit selects the playing cards displayed on the display screen. A numerical value determination unit determines whether the total value of the selected playing cards matches with predetermined value. A **display aspect change** unit **changes** the **display** aspect of the selected **playing cards** when the total numerical value of the selected **playing cards** matches with predetermined value.

USE - For playing card games e.g. poker game and blackjack game.

ADVANTAGE - The game can be understood easily even by inexperienced players, easily.

DESCRIPTION OF DRAWINGS - The figure shows the game screen displayed on LCD of card game machine. (Drawing includes non-English language text).

20 game screen

21 card image

22 dividend table

25 bonus dividend table

26 comment display area

27 card display area

22/25/16 (Item 16 from file: 350) Links

Derwent WPIX

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0015639699 *Drawing available*

WPI Acc no: 2006-203876/200621

XRPX Acc No: N2006-175513

Audio/video entertainment apparatus displays image related to design printed on surface of trading card with respect to loaded program, on television monitor, based on reproduced information

Patent Assignee: SSD CO LTD (SSDS-N)

Inventor: NAKAGAWA K; UESHIMA H

Patent Family (1 patents, 109 countries)

Patent Number	Kind	Date	Update	Type
WO 2006022398	A1	20060302	200621	B

Local Applications (no., kind, date): WO 2005JP15594 A 20050822

Priority Applications (no., kind, date): JP 2004243099 A 20040824

Alerting Abstract WO A1

NOVELTY - The apparatus comprises compact disk-read only memory (CD-ROM) drives which reproduces information related to design such as drawing, picture printed on the surface of **trading cards** (100). A processor **displays** an image related to design **printed** on the **trading card** provided on a dual optical disk unit with respect to loaded program, on a television monitor based on the reproduced information.

DESCRIPTION - INDEPENDENT CLAIMS are included for the following:

4. entertainment system; and
5. information processing apparatus.

USE - Audio/video entertainment apparatus using trading card **printed** with **information** such as **image, sound, text information** related to design such as **picture**, drawing, block **print**, letters, and/or graphic image of car, planes, dolls, insects, creatures in the sea, reptiles and flowers, famous building, soldier, base ball player, famous singer, and also the information related to video game.

ADVANTAGE - Since the **trading card** is made of an **optical recording** medium, large capacity of **information** can be **recorded** and the **trading card** can be manufactured at **low cost**. Since the entertainment apparatus has several reproducing units, different images are displayed on the screen based on combination of the **trading cards**, hence more enjoyable content **can be** provided to the user.

DESCRIPTION OF DRAWINGS - The figure shows a block diagram of the entertainment apparatus.

100 **trading cards**

22/25/17 (Item 17 from file: 350) [Links](#)

Derwent WPIX

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0015627616 *Drawing available*

WPI Acc no: 2006-191793/200620

XRPX Acc No: N2006-165139

Method of providing gaming events for electronic gaming machine, involves checking player tracking card to track monetary balance with respect to outcomes of gaming events, and rewriting display of card with updated monetary balance

Patent Assignee: IGT (IGTI-N)

Inventor: GRISWOLD C W; MATTICE H E; WILDER R L; GRISWOLD C; MATTICE H; WILDER R

Patent Family (4 patents, 110 countries)

Patent Number	Kind	Date	Update	Type
US 20060040741	A1	20060223	200620	B
WO 2006023230	A1	20060302	200620	E
EP 1779337	A1	20070502	200731	E
AU 2005277824	A1	20060302	200735	E

Local Applications (no., kind, date): US 2004923568 A 20040820; WO 2005US26677 A 20050727; EP 2005775387 A 20050727; WO 2005US26677 A 20050727; AU 2005277824 A 20050727

Priority Applications (no., kind, date): US 2004923568 A 20040820

Alerting Abstract US A1

NOVELTY - A player specific biometric identifier is verified to correspond to stored biometric information, after which wagers or funds are accepted from player for playing gaming events. A player tracking card (100) is checked to track monetary balance with respect to outcomes of gaming events. The **display** of card is **rewritten** with **updated** monetary balance, through radio communication.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- 6. method of administering wager based gaming event;
- 7. gaming system; and
- 8. electronic gaming machine.

USE - For providing gaming events at gaming event location of electronic gaming machine (claimed) such as table game machine and kiosks game machine for conducting cashless game and for tracking player activities.

ADVANTAGE - Facilitates improved automated cashless transaction.

DESCRIPTION OF DRAWINGS - The figure shows a schematic view of network infrastructure of gaming system.

41 gaming machine

100 player tracking card

200 gaming system

201 network

210 server

240 database

22/25/33 (Item 33 from file: 350) **Links**

Derwent WPIX

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0014815803 *Drawing available*

WPI Acc no: 2005-163492/200518

XRPX Acc No: N2005-137072

Electronic trading card, includes optical disk storing data related to personality e.g. sports player, and uniform resource locator accessible through web server for updating stored data

Patent Assignee: DIGITAL TRADING CARDS INT PTY LTD (DIGI-N)

Inventor: MAYNARD P

Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Update	Type
AU 2002100368	A4	20020606	200518	B

Local Applications (no., kind, date): AU 2002100368 A 20020508

Priority Applications (no., kind, date): AU 20014882 A 20010509

Alerting Abstract AU A4

NOVELTY - The electronic trading card (1) includes an optical disk (5) storing data related to a personality, such as photo, biographic data, video clip, audio clip of a sports player, and uniform resource locator (URL)

accessible through a web server for updating the stored data.

USE - Electronic trading card storing data related to career of sports player such as football player and hockey player, accessible using personal computer and optical disk reader such as compact disk ROM (CD-ROM), digital video disk ROM DVD-ROM or DVD drive. Also for use in game consoles and home entertainment system.

ADVANTAGE - The card provides access to **updated information** without destroying the function of collection and trading.

DESCRIPTION OF DRAWINGS - The figure shows an explanatory view of the electronic **trading card**.

1 electronic card

2 image

3 hole

22/25/35 (Item 35 from file: 350) **Links**

Derwent WPIX

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0014743421 *Drawing available*

WPI Acc no: 2005-091047/200510

XRAM Acc no: C2005-030767

XRPX Acc No: N2005-079563

Digital data trading card has substrate with front and rear surfaces, decorated graphic layer, digital data layer, and protective coating applied over entire surface of digital data trading card

Patent Assignee: SERIGRAPH INC (SERI-N)

Inventor: SACKETT D; SCARBROUGH J S

Patent Family (1 patents, 106 countries)

Patent Number	Kind	Date	Update	Type
WO 2004110578	A1	20041223	200510	B

Local Applications (no., kind, date): WO 2004US18546 A 20040609

Priority Applications (no., kind, date): US 2003476916 P 20030609

Alerting Abstract WO A1

NOVELTY - A digital data trading card comprises a substrate having a front surface (12) and a rear surface (14); a decorated graphic layer (18) applied to the front surface of the substrate; a digital data layer (20) recorded on the rear surface of the substrate; and a protective coating applied over the entire surface of the trading card.

DESCRIPTION - INDEPENDENT CLAIMS are also included for:

9. a digital data gift card comprising the substrate having the front surface and the rear surface with an opening (16) extending through the substrate; the decorated graphic layer; digital data recorded on the rear surface of the substrate; and the protective coating; and
10. a digital data video game card, comprising a substrate having a front surface and a rear surface; a decorated graphic layer applied to at least one surface of the substrate; and digital data stored on the substrate accessible by inserting the digital data video game card into a video game player.

USE - As a digital data trading card.

ADVANTAGE - The inventive card withstands manufacturing stresses, handling, and insertion into foil packs or other packaging systems, such that a special protective case is not required. It is more robust than prior art cards. It stores digital data, is interactive, provides Internet compatibility, and provides more information and more value than conventional cards. The design improvements include a scratch resistant coating, a tougher plastic material, and more robust materials.

DESCRIPTION OF DRAWINGS - The figure is a top plan view of a front of a digital data trading card.

- 10 Digital data trading card
- 12 Front surface
- 14 Rear surface
- 16 Opening
- 18 Decorated graphic layer
- 20 Digital data layer

22/25/42 (Item 42 from file: 350) [Links](#)

Derwent WPIX

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0014181816 Drawing available

WPI Acc no: 2004-367155/200435

XRAM Acc no: C2004-138989

XRPX Acc No: N2004-293622

Integrated circuit card used e.g. credit card has piezoelectric element in substrate, which supplies electric power to integrated circuit chip when pressure is applied to thickness direction of substrate

Patent Assignee: FUJITSU LTD (FUJIT)

Inventor: MARUYAMA K; TSUKADA M

Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Update	Type
JP 2004078731	A	20040311	200435	B

Local Applications (no., kind, date): JP 2002240355 A 20020821

Priority Applications (no., kind, date): JP 2002240355 A 20020821

Alerting Abstract JP A

NOVELTY - A display section (3) displays information supplied from an integrated circuit (IC) chip (2). A piezoelectric element (4) provided in a chip substrate (1), supplies electric power to the display section and the IC chip when pressure is applied to thickness direction of the substrate.

DESCRIPTION - An INDEPENDENT CLAIM is also included for memory content display method.

USE - Used as credit card, play card, automated teller machine (ATM) card, basic resident register card, health insurance card, telephone card, user identification module, satellite broadcasting card, highway card, electronic toll collection (ETC) card, railway and subway card, bus card, department store card, convenience store card, shopping card, automatic vending machine card, gasoline station card, car maintenance card, employee identification card, door key, student identification card, game card, amusement card, member card, and non-contact type IC card which transmits/receives data

through terminal equipment such as reader/writer.

ADVANTAGE - Since the internal **recorded information** can be read and **displayed** by the IC card independently without requiring an external apparatus, the efficiency of IC card is raised.

DESCRIPTION OF DRAWINGS - The figure shows the outline structure of the IC card. (Drawing includes non-English language text).

1substrate

2IC chip

3display section

4piezoelectric element

5wiring

6antenna

22/25/46 (Item 46 from file: 350) Links

Derwent WPIX

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0013928807 *Drawing available*

WPI Acc no: 2004-108737/200411

XRPX Acc No: N2004-086387

Game console for electronic card game system, has processor to handle communication with other consoles, to generate game result, to update electronic game card and to display information on display

Patent Assignee: BERN B (BERN-I); BERN L (BERN-I); KID CARDS INTERACTIVE AB (KIDC-N)

Inventor: BERN B; BERN L

Patent Family (5 patents, 102 countries)

Patent Number	Kind	Date	Update	Type
WO 2004004858	A1	20040115	200411	B
AU 2003239013	A1	20040123	200459	E
EP 1551518	A1	20050713	200546	E
JP 2005537825	W	20051215	200582	E
US 20050277475	A1	20051215	200582	E

Local Applications (no., kind, date): WO 2003SE976 A 20030612; AU 2003239013 A 20030612; EP 2003733729 A 20030612 ; WO 2003SE976 A 20030612; WO 2003SE976 A 20030612; JP 2004519420 A 20030612; WO 2003SE976 A 20030612; US 2005520111 A 20050103

Priority Applications (no., kind, date): SE 20022151 A 20020709

Alerting Abstract WO A1

NOVELTY - The console (1) has a power supply (3) and reading (11), writing (13) and receiving units (15) for reading, writing and receiving, respectively an electronic game card (19). A processor (7) handles communication with other game consoles and generates a game result. The processor **updates game card** and **displays information** on a display (5). The console is provided in an electronic game system with another console.

DESCRIPTION - An INDEPENDENT CLAIM is also included for an electronic card game system.

USE - Used in an electronic card game system.

ADVANTAGE - The game console is stand alone in its communication with another

game console such that there is no need of having a server keeping scores and usage information or other types of information. The game can be played without the presence of a computer and a communication network that facilitates communication capabilities with a server, hence enables to play the game in outdoors.

DESCRIPTION OF DRAWINGS - The drawing shows a schematic view of a game console in an electronic card game system.

- 1 Game console
- 3 Power supply
- 5 Display
- 7 Processor
- 11 Electronic game card reading unit
- 13 Electronic game card writing unit
- 15 Electronic game card receiving unit

22/25/51 (Item 51 from file: 350) [Links](#)

Derwent WPIX

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0013580164 Drawing available

WPI Acc no: 2003-674818/200364

XRPX Acc No: N2003-538780

Card game system displays visible image on reversible display of card depending on temperature or light

Patent Assignee: MITSUBISHI PLASTICS IND LTD (MISD)

Inventor: KUME T; TERA I T

Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Update	Type
JP 2003230656	A	20030819	200364	B

Local Applications (no., kind, date): JP 200235629 A 20020213

Priority Applications (no., kind, date): JP 200235629 A 20020213

Alerting Abstract JP A

NOVELTY - A game card comprising photothermal conversion substance is provided with a **reversible display**. The **reversible display displays** a visible image depending on the temperature or light.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- 11. game card; and
- 12. game card usage method.

USE - Card game system for playing battle game, role playing game, breeding game.

ADVANTAGE - Allows **overwriting** of **information** on the card **according to victory** or defeat and advance situation of game.

DESCRIPTION OF DRAWINGS - The figure shows the structure of the card game system. (Drawing includes non-English language text).

- 11 control board
- 12 CPU
- 13 ROM

14 RAM
15 display device
22 rewriting portion

22/25/63 (Item 63 from file: 350) [Links](#)

Derwent WPIX

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0012723431 *Drawing available*

WPI Acc no: 2002-575505/200261

Related WPI Acc No: 2006-028743

XRPX Acc No: N2002-456197

Method of producing and utilizing set of game play records for bingo-type game by storing data representing matched card set in data storage device and assigning game play records from matched card set in random order

Patent Assignee: ENZMINGER J R (ENZM-I); GRAVES G T (GRAV-I); LANNERT R (LANN-I); LIND C (LIND-I); LIND J C (LIND-I); LOEBIG G L (LOEB-I); MULTIMEDIA GAMES INC (MULT-N); OCONNOR B (OCON-I); WILLYARD R L (WILL-I)

Inventor: C L J; ENZMINGER J R; GRAVES G T; LANNERT R; LIND C; LIND J C; LOEBIG G L; O'CONNOR B; OCONNOR B; WILLYARD R L

Patent Family (12 patents, 99 countries)

Patent Number	Kind	Date	Update	Type
WO 2002060547	A1	20020808	200261	B
US 20020111207	A1	20020815	200262	E
US 20020132661	A1	20020919	200264	E
EP 1363712	A1	20031126	200380	E
AU 2002243715	A1	20020812	200427	E
US 20040176169	A1	20040909	200459	E
US 6802776	B2	20041012	200467	E
US 20040214626	A1	20041028	200471	E
AU 2004220734	A1	20041104	200504	NCE
AU 2002243715	B2	20041209	200508	E
ZA 200306606	A	20050223	200519	E
MX 2003006738	A1	20041201	200561	E

Local Applications (no., kind, date): WO 2002US2593 A 20020130; US 2001265100 P 20010130; US 200128889 A 20011220 ; US 2001265100 P 20010130; US 200260643 A 20020130; EP 2002709216 A 20020130; WO 2002US2593 A 20020130; AU 2002243715 A 20020130; US 2001265100 P 20010130; US 200128889 A 20011220; US 200260643 A 20020130; US 2004808914 A 20040325; US 2001265100 P 20010130; US 200128889 A 20011220; US 2001265100 P 20010130; US 200128889 A 20011220; US 200260643 A 20020130; US 2004845954 A 20040514; AU 2002243715 A 20020130; AU 2004220734 A 20041015; AU 2002243715 A 20020130; ZA 20036606 A 20030825; WO 2002US2593 A 20020130; MX 20036738 A 20030729

Priority Applications (no., kind, date): AU 2004220734 A 20041015; US 2004845954 A 20040514; US 2004808914 A 20040325; US 200260643 A 20020130; US 2001265100 P 20010130; US 200128889 A 20011220

Alerting Abstract WO A1

NOVELTY - A matched card set includes a number of game play records, each of which corresponds to a different bingo card. Data representing the matched

card set is stored in a data storage device. Game play records from the matched card set are assigned in a random order. Each game play record assigned to a respective player among a number of players participates in the bingo-type game in response to a game play request initiated by the respective player.

DESCRIPTION - INDEPENDENT CLAIMS are included for:

3. a program product stored on a computer readable medium for producing and utilizing a set of play records for a bingo game
4. an apparatus for enabling the play of a bingo-type game

USE - In a bingo-type gaming system in which a set of bingo card representations is pre-matched to produce a set of game play records, which are later assigned to players.

ADVANTAGE - Provides an option of displaying results to the players in a variety of different fashions, increase the speed at which bingo-type games may be played while the game retain the basic characteristics of a bingo-type game.

DESCRIPTION OF DRAWINGS - The drawing is a flowchart showing the process step associated with the overall play of a game according to the gaming system.

22/25/70 (Item 70 from file: 350) Links

Derwent WPIX

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0011140282 Drawing available

WPI Acc no: 2002-077072/200211

XRPX Acc No: N2002-056889

Trading card e.g. sports card, music card stores picture information related to data printed along sides of card in non-contact type semiconductor integrated circuit chip

Patent Assignee: HONG W (HONG-I); KO K (KOKK-I); LEE K (LEEK-I); SAMSUNG ELECTRONICS CO LTD (SMSU)

Inventor: HONG W; HONG W S; KO G U; KO K; KO K W; LEE G H; LEE K; LEE K H

Patent Family (7 patents, 30 countries)

Patent Number	Kind	Date	Update	Type
EP 1162570	A2	20011212	200211	B
CA 2343699	A1	20011209	200212	E
US 20020015027	A1	20020207	200213	E
JP 2002049312	A	20020215	200215	E
KR 2001111324	A	20011217	200238	E
US 6981646	B2	20060103	200603	E
CA 2343699	C	20060606	200641	E

Local Applications (no., kind, date): EP 2001302670 A 20010322; CA 2343699 A 20010411; US 2001867697 A 20010531; JP 2001105133 A 20010403; KR 200031837 A 20000609; US 2001867697 A 20010531; CA 2343699 A 20010411

Priority Applications (no., kind, date): KR 200031837 A 20000609

Alerting Abstract EP A2

NOVELTY - Picture information relating to data which are printed along the

sides of the **trading card** (300), are stored in the non-contact type semiconductor integrated circuit (IC) chip (30). A recording/reproducing unit records or reproduces data stored in the IC chip.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

5. Recording/reproducing apparatus;

6. A method for realizing communication between the hero of trading card and user

USE - Trading card e.g. sports card, music card, cartoon card, etc. used with recording/reproducing apparatus (claimed) connected with TV, computer, **video recorder**, camcorder and other **display** units.

ADVANTAGE - Provides more information than existing **trading cards** by storing picture related information in **non-contact** type semiconductor IC chip.

DESCRIPTION OF DRAWINGS - The figure shows the **trading card**.

30 Non-contact type semiconductor IC chip

300 **Trading card**

22/25/76 (Item 76 from file: 350) Links

Derwent WPIX

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0010681805 *Drawing available*

WPI Acc no: 2001-291094/200131

Related WPI Acc No: 2004-376458

XRPX Acc No: N2001-207949

Smart card for electronic ticketing and other functions like actions, games playing, trading, information distributing etc. has second data cache stored in memory and points to remote location at which booking information stored

Patent Assignee: CANON KK (CANO)

Inventor: BRUCE S R; CHAMLEY C A; NEWMAN A T R; SIMPSON-YOUNG W; YAP S

Patent Family (3 patents, 22 countries)

Patent Number	Kind	Date	Update	Type
AU 200059476	A	20010405	200131	B
WO 2001086587	A2	20011115	200175	E
US 6910627	B1	20050628	200542	E

Local Applications (no., kind, date): AU 200059476 A 20000919; WO 2001IB1377 A 20010508; US 2000666482 A 20000920

Priority Applications (no., kind, date): AU 19993146 A 19990929; AU 19993144 A 19990929; AU 20007363 A 20000508

Alerting Abstract AU A

NOVELTY - A second indicium on a substrate represents time varying booking information. A second data cache is stored in the memory and points to a remote location at which current values of the booking information are stored. A third indicium on the substrate represents a booking transaction and a third data cache stored in the memory and comprising booking transaction enabling data.

DESCRIPTION - INDEPENDENT CLAIMS are included for:

7. a method for smart card electronic ticketing
8. a multiple purpose smart card for both non-computer and computer based information transfer
9. a smart card reader device
10. a method for trading smart cards in smart card system
11. a computer program product
12. a method for playing a collectible trading card game
13. a database for a system in which smart cards are configured to provide for different level of access to database and its individual components

USE - In multiple function smart cards.

ADVANTAGE - Provides wider scope for use of smart cards as game cards, visual information carrier, commodity trade, business card, network cards with its own display, hotel room key card for entering room and for accessing room service over network, promotional cards including image of product with associated prices and locations as well as other business, leisure and travel applications.

DESCRIPTION OF DRAWINGS - The drawings are views of front faces of smart card according to the present invention.

22/25/86 (Item 86 from file: 350) Links

Derwent WPIX

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0009614673 *Drawing available*

WPI Acc no: 1999-564904/199948

XRPX Acc No: N1999-417652

Trading card game system for personal computer - has data reading and writing units that individually read data about object from corresponding electronic trading card storing data depending on game progress

Patent Assignee: MUROI K (MURO-I); YAMAHA CORP (NIHG)

Inventor: MUROI K

Patent Family (3 patents, 2 countries)

Patent Number	Kind	Date	Update	Type
JP 11244537	A	19990914	199948	B
JP 3228216	B2	20011112	200174	E
US 20020052238	A1	20020502	200234	E

Local Applications (no., kind, date): JP 199871278 A 19980305; JP 199871278 A 19980305; US 1999260441 A 19990302

Priority Applications (no., kind, date): JP 199871278 A 19980305

Alerting Abstract JP A

NOVELTY - Data reading and writing units (1H,1J) individually read the data about an object from corresponding electronic trading card (1A,1B) storing the data depending on the game progress. A game controller executes a game program based on the control signal of the data, to output a video and audio signal. A sound emitting unit outputs a sound signal.

USE - For personal computer.

ADVANTAGE - Rewrites data recorded on trading card depending on game

progress. DESCRIPTION OF DRAWING(S) - The figure shows the block diagram of a

trading card game system. (1A,1B) Electronic trading card; (1H,1J) Data reading and writing units.

22/25/92 (Item 92 from file: 350) [Links](#)

Derwent WPIX

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0008873331 *Drawing available*

WPI Acc no: 1998-421297/199836

XRPX Acc No: N1998-328988

Bingo game card apparatus - prints mark on predetermined figure information stored in information memory area of card, according to addition of hit figure to it

Patent Assignee: RICOH KK (RICO)

Inventor: HOTTA Y; TANAKA H; YOSHIDA O

Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Update	Type
JP 10174736	A	19980630	199836	B

Local Applications (no., kind, date): JP 1996353777 A 19961218

Priority Applications (no., kind, date): JP 1996353777 A 19961218

Alerting Abstract JP A

The apparatus has a data write-in unit which writes data in information memory area of the card. Similarly, data is read out from the information memory area through the read-out unit. The information displayed on the display portion is written in the information memory area through the display information rewriting unit.

During starting of the game, figures are generated from the information memory area in which information are stored in predetermined two dimensional array. Then, the generated information are displayed on the image display portion. A mark is printed on the predetermined figure, when hit figure is added with the displayed figure.

ADVANTAGE - Suppresses wastage of resources. Improves game property.

22/25/116 (Item 116 from file: 350) [Links](#)

Derwent WPIX

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0007525732 *Drawing available*

WPI Acc no: 1996-138901/199614

Related WPI Acc No: 1992-123139; 1992-397923; 1994-365901; 1998-041099; 1993-125876; 1992-131344

XRPX Acc No: N1996-116436

Display with movable images for advertising, educational displays - uses computer to mask, revise and strip images forming masked image with opaque portions with spaces between separating stripes , overlay, superimpose and combine masked image in offset with lens put in front to give illusion of animation

Patent Assignee: SEKIGUCHI Y (SEKI-I)

Inventor: SEKIGUCHI C; SEKIGUCHI J; SEKIGUCHI Y; VUILLEMOT R S

Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Update	Type
US 5494445	A	19960227	199614	B

Local Applications (no., kind, date): US 1989447064 A 19891207; US 1991815420 A 19911231; US 199325149 A 19930302 ; US 1994331810 A 19941031

Priority Applications (no., kind, date): US 1989447064 A 19891207; US 1991815420 A 19911231; US 199325149 A 19930302; US 1994331810 A 19941031

Alerting Abstract US A

The display has moveable images (120) on a container. An overlying grid-like pattern (160) with a grid and at least two images is generated by computer. The grid has a matrix and mask with a set of evenly spaced uniform, elongated opaque bars (300) and spaces (320).

The computer is used to modify the matrix. A first image (610) is computer generated, or scanned in. A second and further intermediate images are masked, screened, stencilled and striped by sequentially moving and overlaying the grid on them and electrically deleting erasing and removing portions of the intermediate image behind the bars of the grid (164). Each final image has a set of evenly spaced uniform stripes and spaces. The grid is moved, superimposed, combined and aligned in offset relationship so part of the strips are aligned and superimposed on part of the spaces of adjacent images. The grid is printed on a front web (606) e.g. transparent plastic web to provide an overlay grid. The superimposed images are printed on a second back web eg. paper to provide underlying illustration.

USE/ADVANTAGE - For consumer items, for advertising. Display has illusion of animation as angle of sight changes.

22/5/148 (Item 3 from file: 347) Links

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08279844 **Image available**

GAME SYSTEM USING GAME CARD EQUIPPED WITH IMAGE DISPLAY SCREEN

Pub. No.: 2005-028104 [JP 2005028104 A]

Published: February 03, 2005 (20050203)

Inventor: OTSU KOICHI

Applicant: TAITO CORP

Application No.: 2004-098869 [JP 200498869]

Filed: March 30, 2004 (20040330)

Priority: 2003-174282 [JP 2003174282], JP (Japan), June 19, 2003 (20030619)

International Class: A63F-013/12; A63F-013/00; B42D-015/10

ABSTRACT

PROBLEM TO BE SOLVED: To provide a game system which has great appealing effects not only to a player but also to the surrounding players and increases the security.

SOLUTION: The game system is constituted by using a contact type **game card** (2). The card (2) is equipped with an illuminant image display screen (21), a connection terminal (22) to a game machine (1), a memory for **recording game information** including game history **information** and image display information sent from a control device (104) of the game machine, a drive circuit which

responds to commands from the control device (104) of the game machine and displays a necessary image on the image display screen (21) based on the image display information, and a circuit which outputs the **recorded game information** and **displays** on a display (102) of the game machine and the image display screen (21) of the **game card**.

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22/5/149 (Item 4 from file: 347) [Links](#)

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07836819 **Image available**

CHARACTER CARD INCLUDING NONCONTACT IC MEDIA AND CHARACTER INFORMATION DISPLAY METHOD

Pub. No.: 2003-331233 [JP 2003331233 A]

Published: November 21, 2003 (20031121)

Inventor: SAKAMOTO TAKEO

NANBU KO

Applicant: SHINJUKU DIGITAL MEDIA MIX KYODO KUMIAI

QUBIT CO INC

Application No.: 2002-140986 [JP 2002140986]

Filed: May 16, 2002 (20020516)

International Class: G06K-019/00; B42D-015/10; G06K-017/00; G06K-019/07; G09F-001/02; G09F-003/00

ABSTRACT

PROBLEM TO BE SOLVED: To solve the problems that character information described on the card surface can not be displayed without a character, a photograph, a picture or the like, concerning a conventional **character card**, and that the information quantity is limited.

SOLUTION: A noncontact IC media is included in this **character card**, and detailed additional information (a character, a photograph, a picture, voice, an animation or the like) on the character is stored as digital information. Electronic equipment equipped with a read/write unit for reading the **information** stored in the noncontact IC media is used, and an antenna part of the read/write unit is brought close to the noncontact IC media of the **character card** (S01), and thereby the read/write unit receives the stored additional **information** from the noncontact IC media (S03). The electronic equipment stores the received additional information in a memory (S07), and reads the information from the memory and performs audible display or visual display (S09).

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22/5/152 (Item 7 from file: 347) [Links](#)

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07180921 **Image available**

CHIP BUILT-IN TYPE TRADING CARD, RECORDING/REPRODUCING DEVICE SUITABLE FOR THE SAME, AND COMMUNICATION EMBODIMENT METHOD SUITABLE FOR THE SAME

Pub. No.: 2002-049312 [JP 2002049312 A]

Published: February 15, 2002 (20020215)

Inventor: LEE KANG-HUN

HONG WAN-SUN

KO KYUNG-WOO

Applicant: SAMSUNG ELECTRONICS CO LTD

Application No.: 2001-105133 [JP 2001105133]

Filed: April 03, 2001 (20010403)

Priority: 00 200031837 [KR 200031837], KR (Korea) Republic of, June 09, 2000 (20000609)

International Class: G09F-001/02; B42D-015/10; G06K-017/00; G06K-019/00; H04N-005/907

ABSTRACT

PROBLEM TO BE SOLVED: To provide a **trading card** having an ability to store the data on a leading characteristic, a recording/reproducing device for reproducing the object-associated data stored in the **trading card** and recoding the object-associated data to the **trading card**, and a method for allowing the two-way communications of the leading characteristic and user to the **trading card**.

SOLUTION: The **trading card** which is **printed** with the **information** relating to the object to be the subject on the card surface, has an ability to store the data and allows the recording/reproducing device to record and read the data includes a data storage means which stores the data relating to the object, communicates with the recording/reproducing device, allows the reproducing device to read the data relating to the object and the record the data relating to the object and includes the video information to characterize the object and relating to the object in the data relating to the object and a housing means which protects and houses the data storage means.

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22/5/158 (Item 13 from file: 347) Links

JAPIO

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05855567 **Image available**

CARD AND CARD HOLDER

Pub. No.: 10-138667 [JP 10138667 A]

Published: May 26, 1998 (19980526)

Inventor: YAMASHINA OSAMU

Applicant: TOOIN KK [326935] (A Japanese Company or Corporation), JP (Japan)

Application No.: 09-035019 [JP 9735019]

Filed: February 19, 1997 (19970219)

International Class: [6] B42D-015/00; B42D-015/10; G06K-019/00; G11B-007/24; G11B-023/00

JAPIO Class: 30.1 (MISCELLANEOUS GOODS -- Office Supplies); 42.5 (ELECTRONICS -- Equipment); 45.3 (INFORMATION PROCESSING -- Input Output Units)

JAPIO Keyword: R002 (LASERS); R011 (LIQUID CRYSTALS); R102 (APPLIED

ELECTRONICS -- Video Disk Recorders, VDR); R125 (CHEMISTRY -- Polycarbonate Resins); R138 (APPLIED ELECTRONICS -- Vertical Magnetic & Photomagnetic Recording)

ABSTRACT

PROBLEM TO BE SOLVED: To store a large quantity of information such as not only information of printed design but also concerning video information and voice information by forming a planar shape in a rectangular shape, providing a printed surface printed with design on one surface, and providing a recorded surface recorded with information capable of being reproduced on the other surface.

SOLUTION: A profile dimension of a **trading card 1** is about 85mm in longitudinal side, 58mm in lateral side and 0.6mm in thickness, but not particularly limited. A design of a sports player or a popular horse of a horse racing decorated by a **picture** or characters is **printed** on a printed surface of the front surface. A circular **recorded** part 2 **recorded** with video **information**, voice **information** or game information regarding contents of a front surface printed surface is contained at a central position of the card 1 on the rear surface. As a recording medium, a CD-ROM(compact disc read only memory) is used, but a DVD(digital video disk) may be used. Then, the information stored in the card 1 can be reproduced by using a card holder.

NPL Bibliographic Database Search

Search Strategy

Set	Items	Description
S1	2378643	S CARD? ? OR KEYCARD? OR CREDITCARD? OR HANAFUDA OR SPORTSCARD? OR SMARTCARD? OR FLASHCARD? OR POSTCARD?
S2	3663038	S MEMORY? ? OR STORAGE? OR ROM OR RAM OR CD OR DVD OR (COMPACT OR STORAGE? OR DIGITAL()VIDEO OR FLOPPY)() (DISC OR DISCS OR DISK? ?)
S3	624602	S FLASHDRIVE? OR (FLASH OR USB OR HARD OR DISC OR DISK OR DIGITAL OR MICRO)() (DRIVE? OR STORAGE? OR MEMORY) OR MICRODRIVE? ?
S4	83218	S RFID OR (RF OR RADIO()FREQUENC? OR RADIOFREQUENC?)() (ID OR IDENTIFICATION)
S5	550513	S S1 AND S2:S4
S6	6062	S (TRADING OR COLLECTABLE OR COLLECTING OR BASEBALL OR FOOTBALL OR BASKETBALL OR HOCKEY OR SOCCER OR NFL OR MLB OR NHL OR NBA OR PLAYER? ? OR CHARACTER? OR SPORTS) (2W)CARD? ?
S7	3535	S (PLAYING OR GAME? ? OR GAMING)()CARD? ?
S8	282221	S WRITE? ? OR WRITING OR WRITTEN OR REWRITE? ? OR REWRITTEN OR REWRITING OR OVERWRT? OR PRINT??? OR REPRINT??? OR RECORD???
S9	106048	S ERASE? OR ERASING OR ERASABLE OR DELET??? OR UPDATE??? OR UP() (DATE? ? OR DATING)
S10	181510	S REVERS? OR CHANGE? ? OR CHANGING OR CHANGEAB?
S11	122678	S PICTURE? ? OR PICTURING OR PHOTOGRAPH OR PHOTOGRAPHS OR PHOTO? ? OR INDICIA?
S12	392526	S TEXT??? OR WORDS OR INFORMATION? OR STATS OR STATISTIC?? OR BIOGRAPH? OR DETAIL? ?
S13	146642	S DISPLAY???
S14	66282	S S8:S10(5N)S11:S12
S15	20588	S S11:S12(5N)S13
S16	8	S S6:S7 (S) S14 (S) S15
S17	4	RD (unique items)
S18	7	S S6:S7(25N)S14(25N)S15
S19	0	S S18 NOT S16
S20	3203	S S6:S7(S)S2:S4
S21	5	S S20 (S) S14(S)S13
S22	4	S S21 NOT S16
S23	2	RD (unique items)
S24	74237	S S8:S10(5N)S11:S13
S25	80	S S20 (S)S24
S26	71	S S20(30N)S24
S27	22	S S25:S26/2005:2007
S28	70	S S25:S26 NOT (S16 OR S22 OR S27)
S29	42	RD (unique items)
S30	155307	S (CREDIT OR CHARGE OR BUSINESS OR PICTURE OR POST OR ID OR IDENTIFICATION OR IDENTITY OR KEY OR SMART OR FLASH OR LIBRARY OR BORROWING OR BORROWER? ? OR GREETING OR GET()WELL OR BIRTHDAY OR SYMPATHY OR ANNIVERSARY) (2W)CARD? ?
S31	37	S S30(S)S14(S)S15
S32	95	S S30(30N)S14(30N)S15
S33	61030	S S30(S)S2:S4
S34	37	S S31(S)S14(S)S13
S35	33	S S31(30N)S14(30N)S13
S36	15	S (S31:S32 OR S34:S35)/2005:2007
S37	90	S (S31:S32 OR S34:S35) NOT (S16 OR S22 OR S28 OR S36)
S38	61	RD (unique items)

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Search Results

29/3,K/4 (Item 4 from file: 9) Links

Business & Industry(R)

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02436352 Supplier Number: 24826884 (USE FORMAT 7 OR 9 FOR FULLTEXT)

CD-ROM business CARDS

(New CD-ROM business cards seen as way for executives to stand out from the crowds)

AdWeek East , v '42 , n 16 , p 18

April 16, 2001

Document Type: Journal **ISSN:** 0199-2864 (United States)

Language: English **Record Type:** Fulltext

Word Count: 2106 (USE FORMAT 7 OR 9 FOR FULLTEXT)

TEXT:

...quantity and they're light enough to mail through the U.S. Postal system for 34 cents apiece.

Upper Deck is manufacturing a Michael Jordan **CD-ROM trading card**. It's the same size and shape of a traditional collectors **trading card** and it plays video from Jordan's highlight reel. Other **trading card** companies are making them

for basketball, soccer, and even golf heroes. **CD-ROM trading cards** have a **storage** capacity of 80MB. They can also be **updated** to keep player **stats** fresh. Some businesses are taking these digital trading cards and using them for promotional campaigns.

Stephen Gorgey, the CEO of Target Logics, helps his clients...

29/3,K/14 (Item 8 from file: 16) Links
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 07965498 **Supplier Number: 66571034 (USE FORMAT 7 FOR FULLTEXT)**

iQrom(TM) Announces Business Partnership With Qwest Records; Launch Event With Youth Asylum Set for Nov. 5 at Universal CityWalk.

PR Newswire , p 7591

Nov 1 , 2000

Language: English **Record Type:** Fulltext

Document Type: Newswire ; Trade

Word Count: 812

...an unlimited demand for iQrom's applications, products and services. By utilizing the updateable iQrom technology, the iQrom card complements the substantial volume of ever **changing market information** and audio/video products that the entertainment industry creates and disseminates."

In addition to the iQrom card, a larger, collectible **CD Trading Card** with a **storage** capacity of up to 80 megabytes (the equivalent of 25,000 pages of text or 2,500 web pages) and the exact dimensions of a...

29/3,K/15 (Item 9 from file: 16) Links
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 07909354 **Supplier Number: 66112127 (USE FORMAT 7 FOR FULLTEXT)**

Hasbro Offers Entertainment for All Ages This Holiday Season.

Business Wire , p 2789

Oct 16 , 2000

Language: English **Record Type:** Fulltext

Document Type: Newswire ; Trade

Word Count: 2696

...on their way to becoming a Master Trainer. Aspiring POKEMON Masters must call upon all their strategy and skill they've learned with the POKEMON **Trading Card** Game when they enter the spectacular POKEMON THINK CHIP BATTLE STADIUM. This tabletop game lets kids create POKEMON battles with 3-dimensional realism and allows the victor to emerge with a stronger POKEMON action figure. Includes two electronic figures, Squirtle #07 and Geodude #74, which automatically save and **update** battle **information** in their memories.

Additional THINKCHIP figures (sold separately, approximately \$6.99 each) really crank up the battle action. (Approximate Retail:

\$39.99/Availability: now/Ages...

29/3,K/16 (Item 10 from file: 16) [Links](#)
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 07862312 **Supplier Number:** 65645548 (USE FORMAT 7 FOR FULLTEXT)

New Technology Wins Deloitte Consulting for iQrom.
 PR Newswire , p 7432
 Oct 2 , 2000
Language: English **Record Type:** Fulltext
Document Type: Newswire ; Trade
Word Count: 561

...reports. All information is stored on an updateable card-sized CD-ROM, known as an iQrom(TM) CD-U Business Card.

The benefit of the CD-U product is that it utilises unique software to amend or **update information** remotely, by comparing the new and original versions of the CD content and creating an amendment file to be held on the Internet -- all of which is hosted by iQrom. The Deloitte Consulting CD-U's then automatically download the amendment file, which the software then seamlessly incorporates when it next reads the iQrom CD-U **Trading Card**. It effectively means that **information** can be **updated** on a regular basis while the costs of reprint and distribution are eliminated.

In addition to the updateable information, the card provides current contact details...

29/3,K/18 (Item 12 from file: 16) [Links](#)
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 07647079 **Supplier Number:** 63740973 (USE FORMAT 7 FOR FULLTEXT)

Development of Advanced CD Trading Card to Spearhead North American Launch of Virtual Sports Card Series.
 Business Wire , p 2187
 July 28 , 2000
Language: English **Record Type:** Fulltext
Document Type: Newswire ; Trade
Word Count: 641

...achievements, player statistics, personal profiles, high resolution photos, graphs and charts.

Employing the company's revolutionary updateable SoftCD(TM) platform, iQROM's new molded CD **trading cards** offer sports enthusiasts the capability to continuously **update** all **statistics**, video footage and **information** automatically and virtually instantaneously from any Internet-connected computer.

The company's entry into the \$700 million North American sports trading card market follows the...

29/3,K/25 (Item 1 from file: 635) Links
 Business Dateline(R)
 (c) 2007 ProQuest Info&Learning. All rights reserved.
 2096972 59287210
iQROM: Looking for a sporting chance at sales

Pfister, Nancy
 Orlando Business Journal v17n12 p 17
 Aug 18, 2000
Word Count: 326
Dateline: Orlando Florida

Text:

The Orlando businessman's firm, iQROM, has been awarded a patent for "using a **trading card** optical **compact disc** to communicate digitally encoded data to a user of an optical disc reader" a tongue-tying way of describing how a kid with a computer and **CD-ROM** player can **update** special **trading cards** bearing sports **statistics**, videos and photographs.

The updatable CD can pack a wallop: from 30 to 89 megabits. By the end of the year, Pierson says he'll...

38/3,K/6 (Item 6 from file: 9) Links
 Business & Industry(R)
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 02076893 Supplier Number: 25598912 (USE FORMAT 7 OR 9 FOR FULLTEXT)
"Rich Media" Will Transform Comms By 2005 - Study
(By 2005, 92% of US Internet user households will create and send personal rich-media creations such as Internet greeting cards a minimum of once a month, says new study)

Newsbytes News Network , p N/A
 February 17, 2000
Document Type: Journal (United States)
Language: English **Record Type:** Fulltext
Word Count: 1091

ABSTRACT:

...Internet user households will create and send personal rich-media creations a minimum of once a month. Such rich-media includes such items as Internet **greeting cards** or online movies. The report predicts that Web sites providing storage services for such media should plan on offering consumers 200 megabytes of storage space... ..gigabyte by 2005. The report also suggests that personal computers will not always be the main viewing area of such content. For example, Web-enabled **picture** frames could allow **changeable** digital **pictures** to be **displayed**. Full **text** discusses how personal rich-media is forecast to affect the consumer and business markets.

38/3,K/31 (Item 3 from file: 148) Links
 Gale Group Trade & Industry DB
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 0017131553 **Supplier Number:** 118447019 (USE FORMAT 7 OR 9 FOR FULL TEXT)
The smart home: living with the Jetsons. (Smart-Home Technology)

Bursky, Dave
Electronic Design , 52 , 13 , 70(2)
June 14 , 2004
ISSN: 0013-4872
Language: English
Record Type: Fulltext
Word Count: 2047 **Line Count:** 00165

...make greater inroads into homes, with uses ranging from simple infrared emitter/detector pairs for automatic hand-towel dispensers and faucet on/off control to **smart**-card-like radio-frequency tags that identify objects (or people) as they move. Personalized RF tags adjust lighting, audio, temperature, etc., as you go through your home. Large, wall-mounted LCDs tied to the home system via wired or wireless networks can **display** art, scenery, or **photos, changing** to suit your profile as you enter a room with your ID tag.

Communications plays a vital role in linking sensors, audio/video, computers, appliances...